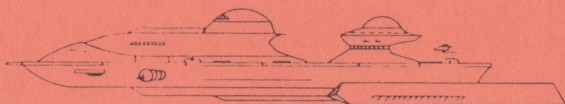


STAR FLEET I™

The War Begins!™

Version 2.1

Quick Reference Card



INVINCIBLE CLASS HEAVY CRUISER

by

CYGNUS™

STAR FLEET I

Quick Reference Card

COMMAND MENUS

F1 TAR	F2 LRS
F3 STA	F4 DAM
F5 NAV	F6 SHD
F7 TOR	F8 PHA
F9 Cmp	F10 2nd

Primary Menu

F1 TRC	F2 TRN
F3 MIN	F4 SEC
F5 MAP	F6 DIS
F7	F8 SAV
F9 STO	F10 SND

Secondary Menu

F1 PRO	F2 AAS
F3 NOP	F4 BAS
F5 HYP	F6 SLF
F7	F8
F9	F10

Computer Menu

AVAILABLE COMMANDS

CMD NO	FNC KEY	COMMAND/TASK	ABBREVIATION
P1	F1	Target Calculator *	TAR
P2	F2	Long Range Sensors	LRS
P3	F3	Mission Status Report	STA
P4	F4	Damage Control *	DAM
P5	F5	Navigation Control +	NAV
P6	F6	Defensive Shields Control +	SHD
P7	F7	Torpedo Control +	TOR
P8	F8	Phaser Control +	PHA
P9	F9	Ship's Computer (six tasks) *	Cmp
P10	F10	Select Secondary Command Menu	2nd
S1	F1	Tractor Beam Control +	TRC
S2	F2	Transporters Control +	TRN
S3	F3	Mine Control +	MIN
S4	F4	Internal Security Control +	SEC
S5	F5	Region Map	MAP
S6	F6	Display Reset	DIS
S8	F8	Save Game	SAV
S9	F9	Stop Option	STO
S10	F10	Sound Option	SND
C1	F1	Reconn. Probes Launch Control +	PRO
C2	F2	Auto Alert Switch	AAS
C3	F3	No Operations +	NOP
C4	F4	Starbase Status Report	BAS
C5	F5	Emergency Hyperspace Maneuver +	HYP
C6	F6	Self-Destruct Sequencer	SLF

P - Primary Menu

S - Secondary Menu

C - Computer Menu

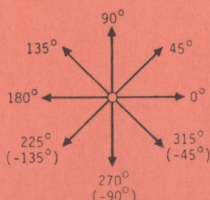
+ - Command uses time

* - Command may or may not use time

TACTICAL DISPLAY SYMBOLS

Symbol	Description
•	Empty sector
A-Y	First letter of starship name
*	Star system
k	Krellan destroyer
Z	Zaldron warship (when visible)
#	Starbase
+	Mine

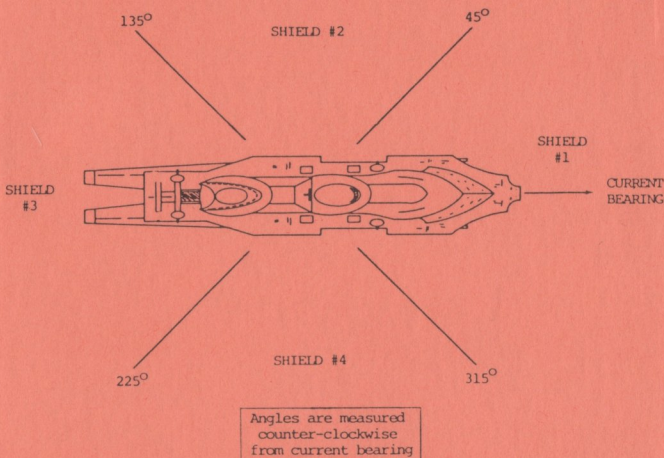
NAVIGATION HEADINGS



SHIELD CONTROL OPTIONS

Option	Description
C	Cancel the Command
L	Lower all shields to zero
B	Battle Entry Configuration
M	Maximum Strength Configuration
T	Total power allocation, 1/4 to each
<ENTER>	Allocate power to each shield individually

DEFENSIVE SHIELDS LOCATION



LIST OF YOUR SHIP'S DECKS, PRIMARY FUNCTIONS, AND VULNERABLE SYSTEMS

DECK	PRIMARY FUNCTIONS	VULNERABLE SYS.
1	Upper Sensor Platform	SRS
2	Bridge	None
3	Main Sensor Platform, Senior Officers Quarters	LRS, SRS, PLS
4	Weapons Control, Sensors	Phasers, LRS
5	Weapons Control	Torpedo Control
6	Junior Officers Quarters, Galley	None
7	Crews Quarters, Life Support, Messrooms	PLS
8	Crews Quarters, Messrooms, Science Labs	None
9	Crews Quarters, Shuttle Bay, Torpedo Control	Torpedo Control
10	Navigation Computer, Mine Control, Shuttle Hangers	Nav. Computer, Mine Control
11	Shield Control, Repair Facilities, Main Computers	Shield Control
12	Tractor Beam, Life Support, Recreation Area	Tractor Beam, PLS
13	Life Support, Storage, Waste Recovery	PLS
14	Engineering, Batteries, Auxiliary Engines	Auxiliary Engines
15	Engineering, Transporters, Marine/Guest Quarters	Transporters, Auxiliary Engines
16	Engineering/Shield Generators, Storage, Food Preparation	Shield Control
17	Torpedo Room, Cargo Holds	Torpedo Control
18	Lower Sensor Platform, Engineering	SRS, PLS
19	Engineering/Main Engines	Main Engines
20	Engineering/Main Engines	Main Engines

Note:

LRS — Long Range Sensors
 PLS — Primary Life Support System
 SRS — Short Range Sensors

RANKS AND MISSION LEVELS

Rank	Mission Level
Cadet (Ensign)	1
Lieutenant JG	2
Lieutenant	3
Lt. Commander	4
Commander	5
Captain	6
Commodore	7
Rear Admiral	8
Vice Admiral	9
Admiral	10

LIST OF SHIP'S SYSTEMS

System	Status	E.R.T.
1. NAVIGATION COMPUTER	OPER	0.00
2. MAIN ENGINES	*INOP	2.62
3. AUXILIARY ENGINES	OPER	0.00
4. SHORT RANGE SENSORS	OPER	0.00
5. LONG RANGE SENSORS	OPER	0.00
6. SHIELDS CONTROL	OPER	0.00
7. TORPEDO CONTROL	OPER	0.00
8. PHASER CONTROL	*INOP	0.96
9. MINE CONTROL	OPER	0.00
10. TRACTOR BEAM	OPER	0.00
11. TRANSPORTERS	OPER	0.00
12. PRIMARY LIFE SUPPORT	OPER	0.00
13. BACKUP LIFE SUPPORT	OPER	0.00

The Estimated Repair Time (E.R.T.) is in days. Approximately 100 units of power for each day repair time will fix the damaged system.

SIGN-ON OPTIONS

Option	Purpose
C	Continue on to a new mission (exit options)
S	View your Service Record
P	Obtain your current standing towards promotion
F	List status of Star Fleet personnel
A	View another officer's Service Record
T	Play theme of universe creation
R	Resume a previously saved mission
M	Maintenance of data files
X	Exit

DECORATIONS AWARD LEVELS

Level	Decoration	Rank:	Mission Rating (%)¹			
			3-4	5-6	7-8	9-10
I	1. Star Fleet Citation for Gallantry 2. Prentares Ribbon of Commendation 3. Combat Action Ribbon		100	95	90	85
II	1. Silver Palm (4. with Oak Leaf Cluster) 2. Alliance Defense Service Medal 3. Distinguished Service Medal		105	100	95	90
III	1. Valcun Medal of Valour 2. Karagite Order of Heroism 3. Cross of Gallantry with Palm		110	105	100	95
IV	1. Iron Cross (4. with Shield) 2. Medal of Honor 3. Cross of Gallantry with Silver Star		115	110	105	100
V	1. Knight's Cross of the Iron Cross (4. with Swords) 2. Cross of Gallantry with Gold Star 3. Pour Le Merite		120	115	110	105
VI	1. Hero of the Alliance Gold Star (2. with Meteors) (3. with Meteors and Diamonds)		125 +	120 +	115 +	110 +

Awards are not presented for level one or two games.